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LIVE™ ONLINE ENABLED

The cover art for Phantasy Star Online Episode I & II. It features a large group of characters from the game, including the main protagonist in the center, surrounded by various allies and enemies. The characters are rendered in a detailed, anime-style 3D art style. A large, glowing green 'X' shape is superimposed over the center of the image, with the Xbox logo at its intersection. The background is dark with some light effects.

PHANTASY STAR™ ONLINE

ファンタシースターオンライン
EPISODE I&II

SAFETY INFORMATION

ABOUT PHOTOSENSITIVE SEIZURES

A very small percentage of people may experience a seizure when exposed to certain visual images, including flashing lights or patterns that may appear in video games. Even people who have no history of seizures or epilepsy may have an undiagnosed condition that can cause these "photosensitive epileptic seizures" while watching video games.

These seizures may have a variety of symptoms, including lightheadedness, altered vision, eye or face twitching, jerking or shaking of arms or legs, disorientation, confusion, or momentary loss of awareness. Seizures may also cause loss of consciousness or convulsions that can lead to injury from falling down or striking nearby objects.

Immediately stop playing and consult a doctor if you experience any of these symptoms. Parents should watch for or ask their children about the above symptoms—children and teenagers are more likely than adults to experience these seizures.

The risk of photosensitive epileptic seizures may be reduced by sitting farther from the television screen, using a smaller television screen, playing in a well-lit room, and not playing when you are drowsy or fatigued.

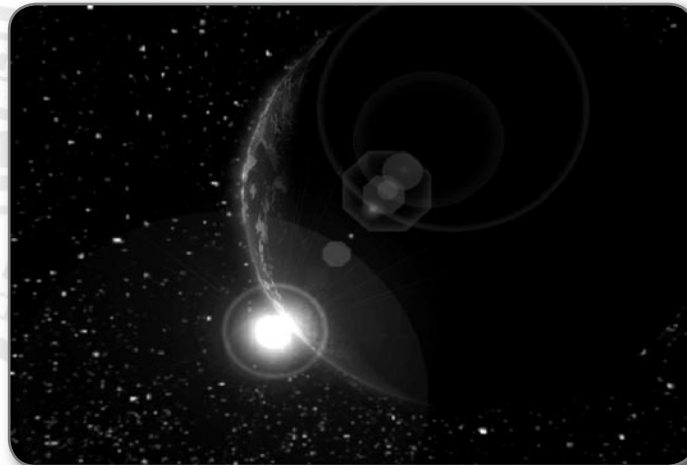
If you or any of your relatives have a history of seizures or epilepsy, consult a doctor before playing.

Other Important Health and Safety Information The Xbox Instruction Manual contains important health and safety information that you should read and understand before using this software.

AVOID DAMAGE TO YOUR TELEVISION

Do not use with certain televisions. Some televisions, especially front- or rear-projection types, can be damaged if any video games, including Xbox games, are played on them. Static images presented during the normal course of game play may "burn in" to the screen, causing a permanent shadow of the static image to appear at all times, even when video games are not being played. Similar damage may occur from static images created when placing a video game on hold or pause. Consult your television owner's manual to determine if video games can be played safely on your set. If you are unable to find this information in the owner's manual, contact your television dealer or the manufacturer to determine if video games can be played safely on your set.

INTRODUCTION



Thank you for purchasing Phantasy Star Online™ Episode I & II. Please note that this software is designed only for use with the Xbox console. Be sure to read this manual thoroughly before you start playing. Note: "Phantasy Star Online Episode I & II" will hereafter simply be referred to as "PSO."

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WHAT IS PSO?



PSO is an Xbox Live™ role-playing game where the action takes place aboard the starship *Pioneer 2* and on Planet Ragol. Online you will meet a variety of people from all over the world. You can also organize a team to play the game online or embark on Hunter's Guild quests, all the while chatting to exchange information. Of course, you don't have to be online to play PSO—there is also an offline mode. Whether playing online via Xbox Live or offline, we hope you will enjoy the exciting world of PSO.

WHAT IS XBOX LIVE?

Xbox Live is a high-speed Internet gaming community where you can create a permanent gamer identity (a GamerTag), set up a Friends List, see when they're online, invite them to play, and talk to them in real-time as you play. To determine whether or not Xbox Live is available in your area, go to <http://www.xbox.com/live/>.

CONNECTING HARDWARE AND SIGNING UP TO XBOX LIVE

Before you can play PSO—whether online or offline—you need to connect your Xbox console to a direct or shared broadband connection and sign up for the Xbox Live service. For details on both connecting and signing up for the service, see the Xbox Live Quick Start card included with this game, or go to <http://www.xbox.com/live/>. If you need more help, call 1-800-4MY-XBOX.

Note: If you ever cancel your Xbox Live subscription, your GamerTag will change when you subscribe again, and you will not be able to use the PSO game data created with your previous GamerTag.

OBTAINING A HUNTER'S LICENSE

To play PSO online, you will need a Hunter's License in addition to your regular Xbox Live GamerTag, which you received when signing up for the Xbox Live service. This license must be purchased before selecting **Online Game**.

To purchase a Hunter's License, select **Options**, and then select **Purchase Hunter's License**.

Note: The first two months of playing PSO online with your Hunter's License are included with your purchase of PSO. To play PSO after the first two months, you will be charged a monthly fee. The credit card you used to sign up for Xbox Live will be charged for the Hunter's License. This is separate from the cost of your Xbox Live membership.

Once you have purchased a Hunter's License, you are ready to dive into the exciting world of PSO!

PSO CONTROLS

CONTROLLER

TITLE SCREEN, GAME MENUS, AND MAIN ITEM SELECTIONS	
START button	Start game/Enter selection
BACK button	Cancel (return to previous screen)
Left /right thumbstick/D-pad	Select menu item
A button	Enter selection (confirm)
B button	Cancel (return to previous screen)
Left/right trigger	Switch between pages

For a diagram of the Xbox controller and the most common PSO controls, see the last page of this manual.

VISUAL LOBBY, WITHIN THE CITY, AND DURING BATTLE	
START button	Display Main Menu/Enter selection
BACK button	Close Main Menu/Cancel
Black button/White button	Display/close Main Menu
Left thumbstick	Move character
Right thumbstick/D-pad	Select menu item
A button	Enter selection/Center Action Menu
B button	Cancel/Right Action Menu
X button	Left Action Menu action
Y button	Display Software Keyboard
Left trigger	Reset camera (view)/Switch page
Right trigger	Switch page/Switch Action Menu
Right trigger+Y button	Display Shortcut Display

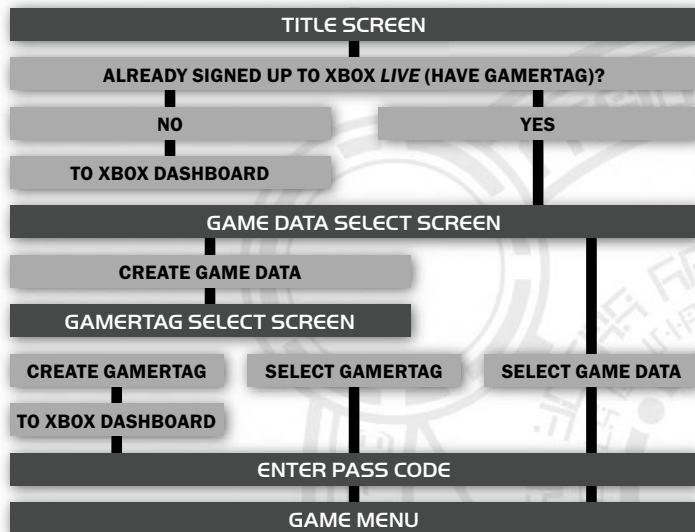
PSO CONTROLS

KEYBOARD

In addition to using the Xbox Communicator, you can chat with other players by typing words via the Software Keyboard or USB keyboard.

D-pad/right thumbstick	Select letters and characters
START button	Enter selected letter or character
BACK button	Delete a letter or character
A button	Enter selected letter or character
B button	Delete a letter or character
X button	Change chat mode
Y button	Display/hide Software Keyboard
Left/right trigger	Toggle between letters and symbols
ESC	Delete entire sentence
DEL	Delete a letter or character
OK	Send message
SPACE	Enter space
BS	Delete a letter or character
EXIT	Cancel chat (hide Software Keyboard)

STARTING A NEW GAME



Game Data Screen

When you start the game by pressing the **START** button at the Title Screen, you will be prompted to select a saved game, if one exists, at the Game Data Screen. Select the game data you want, and then press the **A** button to confirm and display the Enter Pass Code Screen.

If you are starting the game for the first time, you will see that all of the game data blocks show “New Game Data.” If you do not already have a saved game, or want to start a new game, select **New Game Data**, and then press the **A** button to confirm and display the GamerTag Screen.

STARTING A NEW GAME



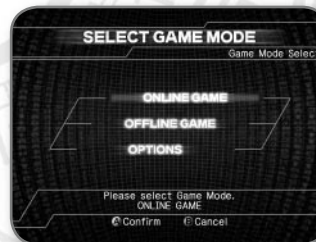
GamerTag Screen

At the GamerTag Screen, select the GamerTag you want to use with PSO, press the **A** button, select **Yes**, and then press the **A** button again to confirm and display the Enter Pass Code Screen.

You can select any GamerTag saved on either an Xbox hard disk or a memory unit. If you do not have an Xbox Live account or want to create a new GamerTag, press the **X** button, which will return you to the Xbox Dashboard, where you can sign up for an account.

Enter Pass Code Screen

At the Enter Pass Code Screen, enter the pass code you selected when you created your GamerTag, and then select **Enter** to confirm and display the Select Game Mode Screen.



Select Game Mode Screen

Once you have selected your GamerTag, you will see the Select Game Mode Screen, where you can choose to play either online or offline. You can also set your game options here.

To play PSO online, select **Online Game**, and then press the **A** button. To play offline, select **Offline Game**, and then press the **A** button. Whether you choose to play online or offline, you will first create your character (see page 12).

STARTING A NEW GAME

Online Game

To play online, you will need to have a valid Hunter's License (see page 5).

In the online game, you can join quests and team up and communicate with other players. For details on playing the online game, see page 16.

Offline Game

You do not need a Hunter's License to play PSO offline, but you do need an Xbox Live GamerTag. Playing offline, you can still undertake quests and build up your character's experience before making your online debut. You can choose to play either or both Episode I or II; however, Episode I is recommended if you are a new player.

There are two offline modes: Single Mode, where you play by yourself, and Multi Mode, where you can play with up to four other players. For details on playing the offline game, see page 40.

STARTING A NEW GAME

Options

At the Options Screen, you can change several game settings. Select and enter the option you want to change, and then select and enter that option's settings. When you are done, select **End**, and then enter to save the game settings and return to the Select Game Mode Screen.

BGM Test With the BGM Test option, you can listen to the background music (BGM) tracks used in PSO. Select and enter the music to play. To stop playing the music, press the **B** or **BACK** button. Press the **B** or **BACK** button again to return to the Options Screen.

Sound Balance With the Sound Balance option, you can adjust the volume levels of the background music and sound effects.

Ship Communication Mode You can enable or disable ship communication mode. Whenever your character's display location jumps around or when there is bad network communication, enabling ship communication mode may improve the condition.

Purchase Hunter's License With the Purchase Hunter's License option, you can connect online and follow the on-screen instructions to purchase a Hunter's License if you do not already have one (for more information on the Hunter's License, see page 5).

CREATING YOUR PSO CHARACTER

Before you can play PSO, you must create your PSO character. You can create up to twelve characters for every one game data. You can also re-create the existing character data from the beginning.



Select Character Screen

At the Select Character Screen, you will see your GamerTag in the upper-right corner. If you already have a character, you can select or delete it here.

If you do not already have a character, select any of the

New Character slots, press the **A** button, and then select **Yes** to confirm. A cinematic will introduce you to the world of PSO. After the cinematic, you can create your character at the Character Select Screen.



Character Select Screen

"New Character" indicates that there is no play character saved onto that selection. Select **New Character** to play a brief movie prologue and display the Character Creation Screen.

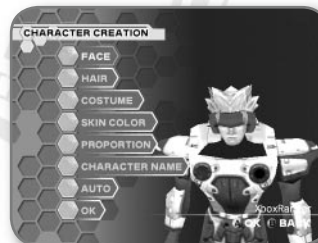
A character's name and character level (LV) indicate that a play character already exists there. Select a play character to confirm that you want to play with it or to delete it and create a new one in its place.

You can also rename a character whose character name is denied, readjust a voice effect to be used with the Xbox Communicator, or move the character data to the memory unit for use in Multi Mode.

CREATING YOUR PSO CHARACTER

Move Characters Screen

To move character data to the memory unit for use in Multi Mode, select **Move Character**, use the left and right triggers to select the memory unit you want to move it to, press the **A** button to confirm, and then select **Yes**. You cannot move more than one character to the same memory unit.



Character Creation Screen

At the Character Creation Screen, you first select one of three professions for your character. After selecting the profession, select one of four character types available for each profession. Detailed information on each character type is displayed at the lower-right of the screen.

CREATING YOUR PSO CHARACTER

After selecting the character type, you can customize your character's appearance by selecting the available features and modifying them as you want. As you customize your character, you can rotate him or her by using the left and right triggers to see the effects of your changes.

Face	Facial type.
Hair	Hair (or hat) style; change hair color by adjusting the amount of red, green, and blue (R, G, and B).
Head	Head type (androids only)
Body	Body color (androids only)
Costume	Outfit color
Skin Color	Skin color
Proportion	Height (up and down arrows) and body size (left and right arrows)
Character Name	Character name; display the Software Keyboard by pressing the A button; you cannot select OK until you have named your character.
Auto	Automatically create a random character by pressing the A button; continue pressing the A button to cycle through random characters.

CREATING YOUR PSO CHARACTER

When you are done modifying your character, select **OK** to register your character. Once you select **OK**, your character will be assigned one of the 10 available Section IDs. Press the **A** button to continue (at this point, it is not possible to cancel). In PSO, there exist 10 categories of Section IDs, which all Hunters, Rangers, and Forces belong to: [VIRIDIA] [GREENILL] [SKYLY] [BLUEFULL] [PURPLENUM] [PINKAL] [REDRIA] [ORAN] [YELLOWBOZE] and [WHITILL].

Voice Effect

Using the Xbox Communicator, you can chat with other players in actual voice. Use the Change Voice Effect settings to communicate with other players using your choice of voice masking. There are five choices of voice masking to select from and four voice effects.

Terms of Agreement Screen

After you select your PSO character, the PSO Online Game Terms of Agreement will be displayed. Use the right thumbstick to scroll the text inside the screen and verify the terms. If you agree to the terms, select **Agree** to continue. To reject the agreement and return to the Select Game Mode Screen, select **Disagree**.

Hunter's License and Xbox Live Usage Fee Reminder

A reminder for Hunter's License Fee and Xbox Live usage fee will be displayed. If you have already purchased a Hunter's License, select **Agree** to continue. To return to the previous screen, select **Disagree**.

PLAYING THE ONLINE GAME

When you select **Online Game** on the Select Game Mode Screen, you will connect to the network and, if you are successfully authenticated, a notice screen will be displayed, followed by the Ship Select Screen.

Note: If you open the disc tray during online play, the game will switch to the Xbox Dashboard, and the game data will not be saved.



SELECTING A SHIP AND BLOCK

To go on a quest, you must first select the Ship and then the Block you want to join. Select **Ship Select** to proceed.

Note: During Ship and Block selection, you will not be able to join if the number of players currently joined has already reached the maximum capacity. Try looking for a Ship and Block with vacant spaces, or try again later.

Select a Ship in the **Ship Select** list, and then select a Block in the **Block Select** list. To view the number of players and teams currently joined, press the **X** button. After your selection, you will be transported to the appropriate visual lobby, where you can communicate with other players as all prepare for the quest.

To go to a different Ship and Block while in the lobby, select **Transport** at the Information Counter in your current lobby. To move from lobby to lobby, use the Teleporter by stepping into it and then selecting the destination to transport yourself to.

PLAYING THE ONLINE GAME



VISUAL LOBBY

Once inside the visual lobby, you can move around and chat in real-time with other players within the same block. To change the display shown above your character in the lobby, pull the right trigger to cycle through the following display options: character name, name and LV, battle record, Challenge Mode title, and no display.



PLAYING ON A TEAM

There are two ways to become a team member in PSO, by joining an existing team or by creating one of your own. Either way requires a visit to the Information Counter, where you select **Organize Team**.

PLAYING THE ONLINE GAME

Joining a Team

To display a list of the teams available in the Block you are currently in, select **Join a Team**. To view information about a team, select it, and then press the **X** button. When you select a team to join, you will be transported to the city in the field where that team is currently playing. A lock mark will appear next to teams that require a password to join. If you do not know the password, you will not be able to join that team.

Creating a Team

To create your own team and become its leader, select **Create a Team**. A maximum of four players can join your team. Once three other players have joined, the team will become automatically locked. Provided that any one member is still connected online, that team will remain available for play; however, if all members of a team return to the visual lobby or disconnect from the network, that team will disappear.

To create a team

1. Select either **Episode 1** or **Episode 2**.
2. Enter a name for your team.
3. Enter a password to limit access to your team. If you want to make your team open to anyone, leave it blank.
4. Select either **Normal**, **Challenge** (see page 36), or **Battle** (see page 30). In Challenge and Battle modes, if you leave the game, you will not be able to reenter.
5. Select either **Normal**, **Hard**, **Very Hard**, or **Ultimate**. (Some difficulty settings may not be displayed until you complete the game at less difficult settings.) Depending on the level of the team leader, it is possible that difficulty settings cannot be selected. Also, there are no difficulty settings for Challenge Mode.

PLAYING THE ONLINE GAME



TRANSPORT



TELEPORTER

TRANSPORTING

After arriving in the visual lobby, if you want to move to a different Ship or Block, select **Transport** at the Information Counter. If you want to move from lobby to lobby, use the Teleporter found in each lobby. In either case, you will select the destination to transport yourself. With the Teleporter, you merely step on it to display a list of destinations and step off of it to cancel.

PLAYING THE ONLINE GAME



SETTING A CHANGE MARKER

If you are in lobby 14 or 15, you have the additional option to set a triangular marker above your character. Select **Change Marker**, and then select from four available colors (or None). Once you leave the lobby, the marker will disappear.

CHATTING IN THE VISUAL LOBBY

The visual lobby is where you interact with other players of PSO. You can chat with anyone who is in the same visual lobby. When playing the game or while on quests, you will only be able to chat with those players on your team. The messages will be displayed inside balloons. It is also possible to communicate using the Xbox Communicator.

To chat, press the **Y** button (by default, the Software Keyboard may be displayed), and then press the **X** button to cycle to the chatting method you want to use.



Balloon Chat

By scrolling through the Software Keyboard, you can form words that will appear in a balloon over your head. When you are done, press the **Y** button to hide the Software Keyboard. You can also use a USB keyboard.

PLAYING THE ONLINE GAME



Symbol Chat

Select a simple picture to represent a feeling or action from a list of registered Symbol Chat images. **Note: We reserve the right to terminate your user account for the use of inappropriate symbols while playing PSO online.**



Word Select

Select from a number of preselected phrases in any one of five available languages: English, French, German, Spanish, and Japanese. All messages created and sent using Word Select will be displayed to the recipient in his or her own selected language.

1. With the Software Keyboard displayed, press the **X** button to cycle to the Word Select menu.
2. Select a form.
3. Use the left and right triggers to scroll through the list of phrases, and then select one.
4. To display the message, select a target. To display the message without designating a target, select **Send** during message construction, and the constructed message will be displayed.

NOTE: Regardless of the language setting at the receiving end, the messages created in modes other than Word Select will not be translated.

PLAYING THE ONLINE GAME

LOBBY ACTION

Inside the visual lobby, you can make your character take various actions using the controller. Press the **Y** button while pulling the right trigger to display a menu of various categories of actions. Select a category, and then select the desired action. Also, while the menu is displayed, pull the right trigger again to take the action of the gender opposite of your own character.

GO GO BALL

In lobbies 14 and 15, you can play Go Go Ball. When a ball appears, kick it toward the goal. There are no rules to the game. You play by your own!

THE CITY

The city in PSO is a safe haven with shops where you can buy or sell items; a Center, where you can revive your HPs/TPs; and the Hunter's Guild, where you can sign up for quests to earn rewards. In front of each staff person, press the **A** button to display a menu. Follow the on-screen messages for your selections. To close the menu, press the **B** button.

PLAYING THE ONLINE GAME



The City Shops

In the city shops, you can buy or sell weapons, armor, technique disks, and various tool items. Approach the counter, and then press the **A** button to display the current amount of money (Meseta) you have and the Buy/Sell menu. Select **Buy** or

Sell, and then select the item you want to buy or sell. Depending on your profession, the weapons and armor that can be equipped differ, which is identified by the color.

White	Item can be equipped.
Gray	Item cannot be equipped at current experience level.
Green	A specialty item with slot usage, Photon efficiency, etc.
X	Item can never be equipped (or used).



Medical Center

Visit the Medical Center whenever you need to restore your HP/TP levels or cure any abnormalities in your status.

PLAYING THE ONLINE GAME

**Tekker Booth**

If you find an item labeled “???” while playing PSO, bring it to the tekker booth to have it appraised. Approach the counter, and then select the item. The fee you must pay to have the item identified will appear. Select **Yes** to continue or **No** to cancel.

If you agree to appraise the item, you will then be asked whether you choose to agree with the resulting appraisal. Select **Yes** or **No** accordingly. Note that if you select **No**, the item will return to an unidentified state and your Meseta will not be refunded.

**Check Room**

Deposit items or money in the check room to be held for you. Approach the counter, and then press the **A** button to display the Deposit/Take menu.

Note: It is strongly recommended that you deposit

Meseta and items periodically, such as after a quest or before you quit the game; however, you will not be able to deposit Meseta or items when playing either Challenge or Battle Mode of the multi mode. When you talk to the clerk in either mode, you will only have an option to “delete” items. Make sure not to delete items by mistake.

PLAYING THE ONLINE GAME

Deposit

To deposit, select either **Meseta** or **Item**. If you select **Meseta**, the amount you currently have will be displayed. Select the amount you wish to deposit and then enter. If you select **Item**, all the items you have will be displayed. Select an item to deposit, and then select **Yes** or **No** on the displayed menu.

Take

To withdraw, select either **Meseta** or **Item**, and then select the amount of money or items you want to withdraw.



THE PRINCIPAL

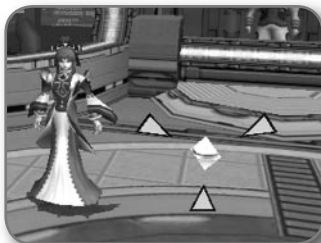
The Principal and the Lab

The principal and the lab are where you begin your PSO adventure for Episode 1 and Episode 2, respectively. They provide details of your upcoming mission.



THE LAB

PLAYING THE ONLINE GAME

**Money (Meseta)**

Used to purchase goods (weapons, tools, armor, and so forth) and services (HP/TP recovery) in the city, money is obtained during gameplay by picking up the yellow container or as a reward for quests. If you do not want to carry it around,

you can deposit your money at the check room (see page 24), from where it can be accessed at any time.



MAIN TRANSPORTER

Transporters

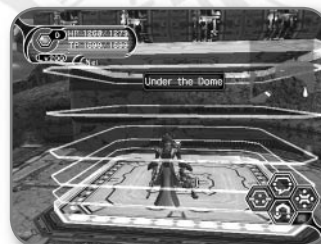
The main transporter is used to travel back and forth between Planet Ragol and the city. Position your character in the center of the transporter to display a list of destinations. Select the destination you want, and then press the **A** button to be transported to that destination. To cancel, move your character off of the transporter.

PLAYING THE ONLINE GAME



WARP TRANSPORTER

Other types of transporters are located throughout the game. The WARP transporter is used to move around in the same area. To use it, position your character in the center of it, and then press the **A** button.



BOSS TRANSPORTER

The large boss transporter is used to move you and your team to a boss's lair. To use it, position your character in the center of it, and then press the **A** button. You will be asked to select which team members you want to transport. To fight against the boss as a team, all team members must use the boss transporter together. Unlike other transporters, if one or more players on your team have already used it to travel to the boss's lair, it will be unavailable for use until those players return.

PLAYING THE ONLINE GAME

HUNTER'S GUILD

The Hunter's Guild is where you can undertake quest missions for rewards. You can also use the guild to begin Battle and Challenge modes. The reward amount differs depending on the content of the mission. It is possible to quit a quest midmission, but if you do you will be unable to claim the reward offered.



Undertaking a Quest

Approach the counter and speak to the representative. A list of available quests will be displayed. Select a quest. You will then meet with the client who has commissioned the quest and find out further details about your mission.

Online Game You cannot undertake a quest unless all members of your team are present at the counter. The team leader is responsible for quest selection.

Offline Game As soon as you select the desired quest, a scene where you meet your client will be played. Listen to him or her, and begin your quest.

PLAYING THE ONLINE GAME

Download New Quests

On the Ship Select Screen, select **Download** to download new quests from the network. When the download screen is displayed, select the download item you want, and then select the quest file you want to download. The quest file will be downloaded and saved onto the internal hard disk. The downloaded quests can be played in offline mode.

Note: To select Download Quest, it is necessary to first connect to the network and download a file.

Quest Rewards

If you complete a quest successfully, you will be eligible to claim a reward. To do so, return to the Hunter's Guild and speak to the representative there. Online or offline, you are paid the reward according to the quest. The amount paid does not change according to the number of players in an online game.

BATTLE MODE

In Battle Mode, players battle one another by the rules set by the leader. Players can set traps and attack other players. This mode can be played either online or offline, but players cannot join a game already in progress.

SETTING UP A BATTLE MODE GAME

To play in Battle Mode, when you create a team in the visual lobby, select **Battle** as the play mode. Enter all necessary information, and then register. You will then be transported to the Hunter's Guild in the city. The player who created the team becomes the leader. For information on creating a team, see page 18.

Battle Mode cannot be played alone. There must be two or more team members to play. Also, all team members must participate. When all team members gather in front of the counter at the Hunter's Guild, the team leader should talk to the representative of the Hunter's Guild.

The team leader is responsible for setting the rules and selecting the battle from the displayed list. The default rules for the selected battle will be displayed. To be transported to the battlefield, select **Yes**.

Rules set by the team leader will be displayed, and each player will be positioned at one of four starting locations.

BATTLE MODE

BASIC RULES

- Players compete for the number of opponents defeated and the number of times defeated within the time limit.
- Basically, all contestants are enemies, but the player can heal opponents as well. There are also Team Battles.
- Depending on selected rules, weapons, items, equipment, MAGs, and techniques may not be used.
- The player falls when his HPs drop to 0. Within the time limit, the fallen player will restart from his or her starting location.
- The game is over when the time expires, and the result will be displayed.
- Other detailed rules differ according to the rules selected by the leader.

BATTLE MODE



BATTLE MODE DISPLAY

- ① **STATUS SUMMARY**
- ② **OPPONENT'S CURRENT HP/LV and PLAYER COLOR**
- ③ **PLAYER CONDITION**
- ④ **TIME LIMIT**
- ⑤ **CURRENT GAME MODE**
- ⑥ **RADAR MAP** Displays positions and directions of opponent players. s's indicate the players (in each color), and l's indicate the enemies.
- ⑦ **COMPASS**
- ⑧ **WHEN ONE OF THE PARTICIPANT'S HPs DROP TO 0: CURRENT TOTAL POINTS**
- ⑨ **ACTION MENU** (see page 47)

BATTLE MODE

SETTING A TRAP

During the battle, players can set traps in the battlefield. Each player is given a fixed number of traps (the number varies according to the selected rule) at the beginning of the battle. Traps cannot be picked up or handed off to other players.

Note: Traps can only be set by android characters.

To set a trap, switch to the Main Menu, select a trap from the Item list, and then select **Set** to set the trap where you are standing. You can also set the trap by using the Shortcut Display (see page 52).

A few moments after the trap is set, it will be functional. When another player enters the area, the trap explodes, damaging or causing adverse effects to all nearby players.

When a trap explodes, if there are other traps nearby, they will be induced to explode.

Damage Trap	Explodes and damages nearby enemies.
Slow Trap	Slows down the movement of players for a certain amount of time.
Freeze Trap	Freezes players for a certain amount of time and damages them.
Confuse Trap	Confuses the movement of nearby enemies.

BATTLE MODE**SONAR**

As with traps, a fixed number of sonars are given to each player at the beginning of the battle. When activated, a sonar will notify the distance of the closest opponent by the length of its sound interval—as you approach your opponent, the sound interval becomes shorter.

POWER-UP

A defeated player will be powered up a certain number of levels upon his or her restart. The number of levels varies according to the rules.

AFTER THE BATTLE

When the time reaches zero, the battle is over, and a results screen will be displayed. Press the **B** button to close the results screen, and press the **X** button to verify the results again.

After closing the results screen, the team members can chat or move around until the team leader selects **Yes** to retry the battle with the same rules or returns the team to the virtual lobby.

BATTLE MODE**ABOUT DATA TO BE SAVED**

Win and loss results of the battle, as well as the number of times the line was disconnected, are saved and displayed in the results screen. Any change in a player's parameters as well as the items picked up after the Battle Mode rules are given will not be saved.

EXPLORING PLANET RAGOL IN BATTLE MODE

In Battle Mode, apart from dueling, you can explore Planet Ragol as if you are playing in Normal mode, as well as save regularly. One difference is that your attacks can harm your team members. It is necessary to keep the fellow members' locations and conditions in mind, so you can enjoy adventures with a higher degree of difficulty.

CHALLENGE MODE

In Challenge Mode, players begin the game with a predetermined status and venture deeper into the area. Unlike other modes, there are no difficulty settings. This mode can be played either online or offline, but players cannot join a game already in progress or play alone.

SETTING UP A CHALLENGE MODE GAME

To play in Challenge Mode, when you create a team in the visual lobby, select **Challenge** as the play mode. Enter all necessary information, and then register. You will then be transported to the Hunter's Guild in the city. The player who created the team becomes the leader. For information on creating a team, see page 18.

To select a stage to play, talk to the representative at the Hunter's Guild. The available stages will be based on the player with the least number of cleared stages. Select the stage to play, and the team members will be transported to the starting location of the selected stage.

Note: In Challenge Mode, the data of the main game in your save file will not be reflected.

As soon as the whole team is transported to the starting location of the selected stage, Challenge Mode begins. Cooperate with one another, and clear as many areas as you can.

CHALLENGE MODE

BASIC RULES

- When you start, all your status will be reset to each player's default value.
- Players cannot return to the city unless the selected stage is cleared. Use of the Telepipe or Ryuker technique is not possible.
- Use of the Reverser technique, the Moon Atomizer, and the MAG to revive fallen teammates is not possible. The effect of the Scape Doll, however, is possible.
- The game is over when the HPs of one of the participating member drops to 0. The whole team will be sent back to the Hunter's Guild.

CHALLENGE MODE



CHALLENGE MODE DISPLAY

- ❶ STATUS SUMMARY
- ❷ TEAM MEMBER'S CURRENT HP/LV and PLAYER COLOR
- ❸ ELAPSED TIME
- ❹ CURRENT AREA/WHOLE AREA

CLEARING THE STAGE

If you explore all the areas of the selected stage, you clear it. You can retry any stages you have cleared before. If you clear all the stages, you are awarded a prize, which will be saved on your character file.

Note: When you receive your prize, leave a space on items in possession (permanent data). If you already carry the maximum (30), you will not be able to receive your prize.

CHALLENGE MODE

FAILING IN YOUR CHALLENGE

Whenever the HPs of one of the team members drops to 0, the whole team fails the challenge, and all members will be sent back to the city. The location where the team reached will be saved onto your game file. When you retry the Challenge Mode, a Grave-Post will be established on that point. When you approach it, the information of the fallen player will be displayed.

PLAYING THE OFFLINE GAME

When you select **Offline Game** on the Select Game Mode Screen, you can enjoy the PSO adventure without having to connect to the network. Note, however, that even for offline gameplay you need a GamerTag, obtained by signing up for Xbox Live (see page 5).

SINGLE AND MULTI MODES

After selecting Challenge Mode, you must select either **Single Mode** or **Multi Mode**.

Single Mode

In single mode, you play the main PSO story as well as undertake various quests at the Hunter's Guild, just as you would in an online game. You play by yourself, but some quests may contain scenarios where a nonplayer character (NPC) may join you. During these quests, you can build your character's experience in preparation for online play.

To get started, first select your character on the Select Character Screen (see page 12), and then select either **Episode 1** or **Episode 2** on the Select Episode Screen.

The first time you play PSO with a particular character, the game difficulty is automatically set at the Normal level. After you clear the game at this level, you will be able to select the game difficulty level the next time you play with the same character—either Normal or Hard. After you clear the game at the Hard level, the Very Hard level will be available. Finally, the Ultimate level is available after you clear the game at the Very Hard level.

PLAYING THE OFFLINE GAME

Multi Mode

In multi mode, you play the main PSO story with two to four other players simultaneously in either Battle Mode or Challenge Mode. Quests are not available in multi mode.

Setting Up a Multi Mode Game

To get started, each player selects a controller (one connected to the Xbox console) to use in the game, and then presses the **A** button. After a player selects a controller, the controller number selected will be displayed. When all players have selected a controller, press the **A** or **START** button.

PLAYING THE OFFLINE GAME

Selecting a Character

Each player now selects a character on the Select Character Screen. After a player selects a character, the character is indicated with "Player x."

Main Character Data On the Main Character Data Screen, select either the available character or the "New Character" slot. When you select a new character slot, you will create a new character (see page 12).

Temporary Characters To select a temporary character, select one on the Temp Characters Data Screen. You can either select the moved character data on the hard disk or select and move the character data from the memory unit to the hard disk.

Characters in the Xbox Memory Unit In multi mode, you can partner and play with characters that your friends created on their own Xbox systems. To do this, you must read in character data from other Xbox systems through the Xbox memory units. Start by transferring the character data of each player who wants to join from his or her respective hard disk to a memory unit. To move a character from the hard disk to a memory unit, select your game data, game mode, and then the character to be moved. When the confirmation box appears, scroll down and select Move Character. You can then use the left and right triggers to select which memory unit you would like to transfer your character to.

When completed, move the memory unit to the Xbox console that will be used to play multi mode. The character data that has been moved will now be listed under the "Temporary Characters" data. Note that the original character data that has been transferred as a temporary character cannot be used as Main Character data until the data have been returned to the original Xbox that it was created on.

PLAYING THE OFFLINE GAME

Selecting a Transferred Character

Select the character transferred to the Temporary Character data through the following steps. First, select **Multi Mode** and your game type, and then have each player press the **A** button on their respective controllers. Players can then select their characters from the hard disk or memory units. If this is your first time playing on another person's Xbox console with a character created on your own system, you will have to select **New Character** and use the left and right triggers to locate your character on the hard disk or memory unit. You will be asked whether or not to move the selected character; select **Yes** and enter to move it or **No** to cancel.

Warning: If you delete the Temporary Character data, you will not be able to return it to the memory unit. Also, if you cancel the "transferred" status on the original hard disk, you will not only lose all items, but you will not be able to return the moved character data to its original hard disk.

Transferring Character Data from the Memory Unit

If you select **New Character** from the Temporary Characters list, you will be asked to select a memory unit and move the character data to the hard disk. Use the left and right triggers to select a memory unit, and the character data will be displayed. You will be asked whether or not to move the selected character: Select **Yes** and enter to move it or **No** to cancel. The selected character will, at the same time, be your play character.

Moving Your Character Back to the Memory Unit

Don't forget to move your character back to the memory unit at the end of a multi mode session. To do this, select **Multi Mode**, the character you want to transfer in the Character Select Screen, and then **Return to MU**. After the character is transferred, the memory unit can be taken back to the original Xbox console and loaded onto its hard disk.

PLAYING THE OFFLINE GAME

Selecting the Game Options

After setting the game options—difficulty, mode, and episode—select Game Start to start the game.

Multi Mode Display

The Multi Mode screen is divided into the number of participating players. The basic display setup and status are the same as those for the online game. Each player's status can be viewed by selecting **Status** on the Main Menu.



❶ Player 1 Display

❷ Player 2 Display

❸ Player 3 Display

❹ Player 4 Display

PLAYING THE OFFLINE GAME

Basic Rules

- Some functions, such as chatting, cannot be used.
- The Transporter activates when all players are aboard.
- Whenever one of the players falls and is asked whether to return to *Pioneer 2*, if he or she selects **Yes**, all players will be transported back to the city.
- While playing either Battle or Challenge Mode, you will not be able to deposit or take Meseta or items. Instead, you have an option to delete items.

CONTROLS DURING THE GAME

Whether you play the main PSO story or quests either online or offline, you use the Action Menu, which you can customize before heading into battle. Note that these controls cannot be used in the city or visual lobby.

MOVING AROUND

To move your character around the field, move the left thumbstick. If any enemies are nearby, your character will walk slowly with his or her weapon drawn. If the camera view becomes off-center while walking and/or turning around, pull the left trigger to return the camera to the default camera view—facing forward with the camera behind your character.

ATTACKING

There are three basic forms of attack: Attack, Heavy Attack, and Extra Attack.

Attack	Standard; high accuracy, but low damage.
Heavy Attack	Strong; low accuracy, but high damage.
Extra Attack	Special; low accuracy, but can use with certain weapons.

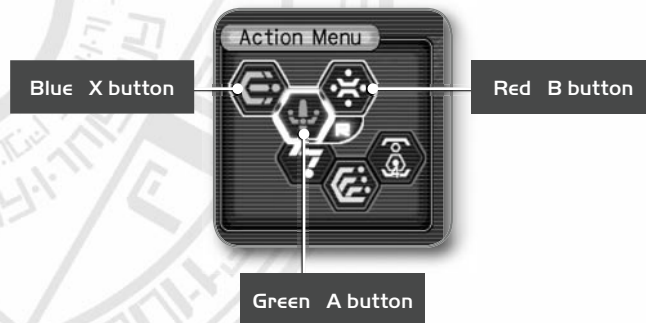
CONTROLS DURING THE GAME



ATTACK WHEN THE CURSOR APPEARS.

The colors of the controller buttons correspond to the colors of the bands that surround each of the three Action Menu spaces.

Assign each attack to a button by using the Action Menu, displayed by selecting **Customize** on the Main Game Menu (see page 49). If you can time three attacks just right, you can achieve a successive chain of attacks that is overall slightly faster and more accurate than executing each attack separately. This is especially effective when attacking enemies who are hard to hit, because the third hit is more likely to find its mark. Also, when attacking, the cursor will be set to the closest target in the direction you are facing.



MAIN GAME MENU

While playing the game, press the **START**, **Black**, or **White** button to display the Main Game Menu. From here you can access your Item Pack, customize your controls, access tools and techniques, chat, review your status, and change your game options. This section details some of the most common features of the main game menus.

Note: Gameplay does not pause while any of the main game menus are open.

ITEM PACK

Using the Item Pack menu, you can equip yourself with weapons and armor, utilize tools, maintain your MAG, view a map of the area you are currently in, trade items if you are in the city, and review the Quest Board. Your Item Pack can hold a maximum of 30 total items (including weapons and armor) at a time. To equip your character with weapons or armor, select **Equip**.

Items

Weapons, armor, items, and tools can be found (and picked up) inside the boxes, with their colors indicating what type of item they are: weapons are orange, armor blue, and tools green. Each weapon requires a certain amount of ability value to equip it, and armor requires a certain character level to use it.

MAIN GAME MENU



Photon Efficiency

In PSO, all weaponry is powered by photon energy. The effectiveness of a weapon used to attack an enemy will vary according to that weapon's photon efficiency level. Different types of enemies have different attributes, and the amount

of damage you can inflict on each type will vary according to the suitability of the weapon used to attack it. Also, the photon efficiency of weapons will vary, even among weapons with the same name.

To check the photon efficiency of a weapon, select the weapon in question from the Equip or Items Menu in the Item Pack on the Main Menu; use the left and right triggers to toggle the right window. A green-colored weapon name indicates that weapon has a photon efficiency other than zero.

Native	Increase/decrease in efficiency against native creatures.
A. Beast	Increase/decrease in efficiency against altered beasts.
Machine	Increase/decrease in efficiency against machine types.
Dark	Unknown.

MAIN GAME MENU

MAG

Every character has a MAG, a protector unit that floats behind the character's shoulders. As a MAG is given items, it will grow and eventually acquire the Photon Blast attack technique.

Level	Level of MAG; increases when one of four gauges reaches maximum.
Synchro	Attachment between character and MAG; decreases as time passes.
IQ	Intelligence of MAG.
DEF	Defensive quality of MAG; the higher the value, the higher your defense ability.
POW	Offensive quality of MAG; the higher the value, the higher your attack ability.
DEX	Accuracy quality of MAG; the higher the value, the higher your attack ability.
MIND	Mental quality of MAG; the higher the value, the higher your spiritual strength.

MAIN GAME MENU

When your MAG has developed to a certain level, it will be able to save up photon power, discharged when you attack enemies. The reate of storage is indicated by the yellow photon blast gauge. Once this gauge reaches 100%, you can utilize photon blasts. To do so, pull the right trigger to toggle the Action Menu to display the available photon blast actions, and then press a controller button.

CUSTOMIZE

A total of six actions, three to each of the two menus available (see page 47), can be assigned to your Action Menu, displayed by selecting Customize. Pull the right trigger to toggle between the two menus, and press the A button to make your selections. While in the game, hold the right trigger to access the second set of actions.








TOOLS AND TECHNIQUES

Tools and techniques can be used by using the Action Menu (see page 49), selecting them on the Shortcut Display (see page 52), or selecting them from the Item list in the Item Pack (see page 48) or from the Technique list on the Main Menu.

MAIN GAME MENU

Tools












Tools can be used to recover HPs/TPs, return your character to a normal state when affected in some way, open a teleport gate to the city, or reveal hidden traps. You can purchase items at the Tool Shop or pick up item boxes dropped by fallen enemies. You can use tool items by assigning them to the Action Menu or by selecting them from the Items list in the Item Pack. Once used, the item will be gone. Up to 10 units of any one item can be carried by the player at one time.

	MONOMATE	Recovery
	Restores small amount of HPs/TPs depending on level.	
	ANTIDOTE	Recovery
	Neutralizes poisons.	
	ANTIPARALYSIS	Recovery
	Removes paralysis.	
	MOON ATOMIZER	Revive
	Revives fallen team member.	
	MONOFLUID	Recovery
	Restores small amount of HPs/TPs depending on level.	
	TELEPIPE	Recovery
	Opens teleport gate to the city.	
	TRAP VISION	Recovery
	Reveals hidden traps.	

MAIN GAME MENU

Techniques

There are five types of techniques in PSO: basic attack, intermediate attack, advanced attack, healing, and support. Each technique requires a certain level of MST, or Mental Strength, to be acquired or used. Attack techniques affect targeted enemies, healing techniques essentially affect only the player using them, and support techniques of a certain level can affect other members within range.

	FOIE	Attack
	Hurls a fireball at one enemy.	
	BARTA	Attack
	A penetrating linear ice attack.	
	ZONDE	Attack
	Lightning strike on one enemy.	
	RESTA	Healing
	HP recovery.	
	REVERSER	Healing
	Revives a fallen team member.	
	ANTI	Healing
	Normalizes a player's condition.	
	SHIFTA	Support
	Raises a team member's ATP.	
	DEBAND	Support
	Raises a team member's DFP.	
	JELLEN	Support
	Lowers the enemy's ATP.	
	ZALURE	Support
	Lowers the enemy's DFP.	
	RYUKER	Support
	Opens a teleport gate to the city.	

Note: SHIFTA and JELLEN are displayed in red, and DEBAND and ZALURE in blue.

MAIN GAME MENU



SHORTCUT DISPLAY

The Shortcut Display can be used to quickly switch weapons, use items and techniques during the battle, or select traps while playing in Battle Mode.

To open the Shortcut Display, hold down the right trigger while pressing the **Y** button. As

you hold down the right trigger, the contents in the display cycle through weapons, items, traps, and techniques.

When the weapons list is displayed, press the **X** button to read the description of the selected weapon. While the techniques list is displayed, press the **Y** button to sort the techniques. Press the **A** or **START** button to select the item you want to use, or press the **B** or **BACK** button to cancel and close the Shortcut Display.

In a normal adventure, only the androids can use traps, but they cannot use techniques. In Battle Mode, however, all characters, regardless of their race, can use traps.

MAIN GAME MENU

CHARACTER LEVELS

Experience points are earned for defeating an enemy. If your experience points reach a predetermined amount, you reach a new level, raising some of your parameters. Also, all of your HPs and TPs will be restored (for androids, traps will be replenished).

In the event you are felled in battle, you will be asked if you wish to return to *Pioneer 2*. If you select **Yes**, your character will be sent to the Medical Center and revived so that you can restart. Note that all of your money (Meseta) will be lost, and your weapon will be in an unequipped state. If you select **No**, you will remain where you fell. You can still chat, so it is possible to call someone to help you with a reviving item or Recovery technique.

CHARACTERS

HUNTER

Proficient with bladed weapons, Hunters can also use a wide variety of other weapons. Although lacking in accuracy, they gain high attack power. Suitable for beginners.

◀ **HUmarm****Hunter/Human/Male**

Excels in close-range combat. Has the most balanced growth potential. Has some recovery and attack techniques.

HUnewearl ▶**Hunter/Newman/Female**

Has very strong techniques as well as adeptness at close-range combat. Has the lowest HPs of the Hunter class.

◀ **HUcast****Hunter/Android/Male**

Expert at close-range combat, has the strongest attack power potential of any class. Unable to use techniques, but can use traps.

**HUcaseal ▶****Hunter/Android/Female**

Expert at close-range combat, with excellent reflexes that give her high accuracy and evasion. Unable to use techniques, but can use traps.



CHARACTERS

FORCE

Proficient with techniques, Forces are excellent as support. Their powerful abilities make up for their low HPs. Suitable for advanced players.

◀ **FOmarm****Force/Human/Male**

With low defensive power and low HPs, challenging to use. Combination of techniques and quickness in combat make them unique.

FOmarl ▶**Force/Human/Female**

Besides excelling in support techniques, competent with weapons, giving them a more balanced growth potential.

◀ **FOnewm****Force/Newman/Male**

Well balanced, and excel in numerous techniques. Distinguish themselves with powerful attack techniques.

**FOnewearl ▶****Force/Newman/Female**

Has limited combat skills, but excels in both attack and support techniques. Has the highest MST/TP potential of any class.



CHARACTERS

RANGER

Proficient with guns, Rangers have excellent accuracy, allowing them to hit from a distance, but they lack attack power. Suitable for midlevel players.

◀ **RAmar****Ranger/Human/Male**

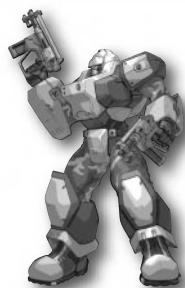
Excels in ranged combat. Has the most balanced set of abilities and the highest accuracy potential. Has some recovery and attack techniques.

RAmarl ▶**Ranger/Human/Female**

Has low HPs, but high mental strength compensates by providing strong attack techniques to support them in ranged combat.

◀ **RAcast****Ranger/Android/Male**

Has greatest attack power potential out of the Ranger classes. Unable to use techniques, but can use traps.

**RAcaseal ▶****Ranger/Android/Female**

Has the greatest defensive power potential out of the Ranger classes. Unable to use techniques, but can use traps.



CHARACTER PARAMETERS

ATP	Attack Power
DFP	Defense Power
MST	Mental Strength
ATA	Attack Accuracy
EVP	Evasion Power
LCK	Luck
EFR	Elemental Resistance to Fire
EIC	Elemental Resistance to Ice
ETH	Elemental Resistance to Lightning
EDK	Elemental Resistance to Dark
ELT	Elemental Resistance to Light

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PHANTASY STAR™ ONLINE

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